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THUNDER STRIKE 2™

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS
AGES 6+

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

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THUNDERSTRIKE™

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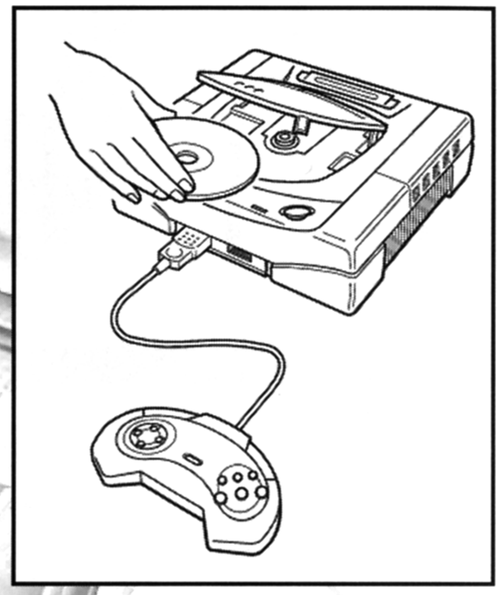
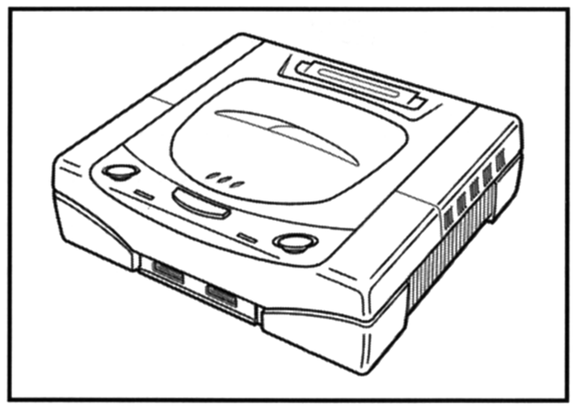
LOADING INSTRUCTIONS

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the ThurnderStrike 2 disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4 If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Pane.

Important: *Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.*



NATO RRHTF ORDERS — F1/99

From: General John T. Maclaine, Supreme Commander NATO

To: NAME DELETED ON NEED-TO-KNOW BASIS

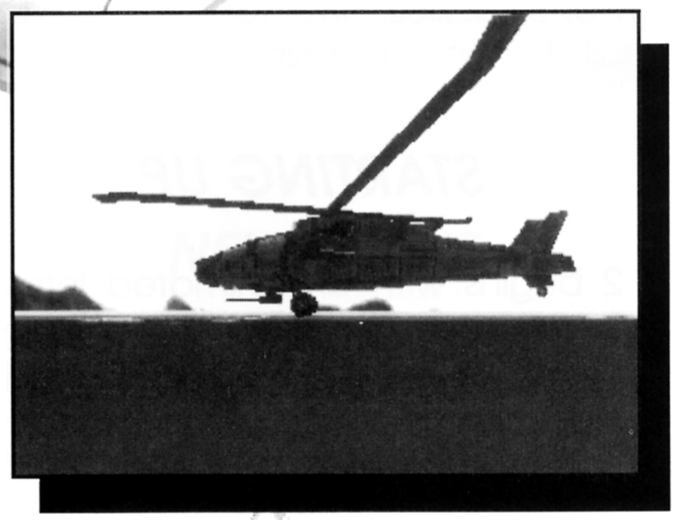
Dateline: 1999. Potential flashpoint situations in all parts of the world have increased to such an extent that NATO has been forced to establish a rapid response, helicopter task force to combat them.

Its codename — FIRESTORM.

As FIRESTORM ONE, the lead pilot of this elite force, you must be on twenty-four hour stand-by, ready to fly your AH-73M Thunderstrike attack helicopter on a variety of highly dangerous missions across the globe.

Good luck.

THE AH-73M THUNDERSTRIKE ATTACK HELICOPTER



Origin: USA. First flight 8th April, 1998.

Engines: Two 1750 SHP (each) T-800B turboshaft engines, with the capability of only one engine operational.

Performance: Max. Speed, 235 mph. Minimum hover ceiling, 13, 500ft. Max. Range (own fuel), 500 miles.

Weights: Empty, 9, 127 lbs; Mission Weight (Gross), 12, 048lb.

Systems: Designed to withstand enemy fire of 12.7mm and 30mm, thereby greatly reducing combat losses due to damage of critical flight components.

Armament: 30mm Chain Gun: Unlimited supply of ammunition.

AGM-214 Firestorm Homing Missile: Maximum of 28 missiles.

24 FFAR: Maximum of 116 rockets (fires 2 at a time).

ROS-233 Runway Cratering System: Maximum of 4 pods

'Big Boy' Mk-84 500lb bomb: Maximum of 8 bombs

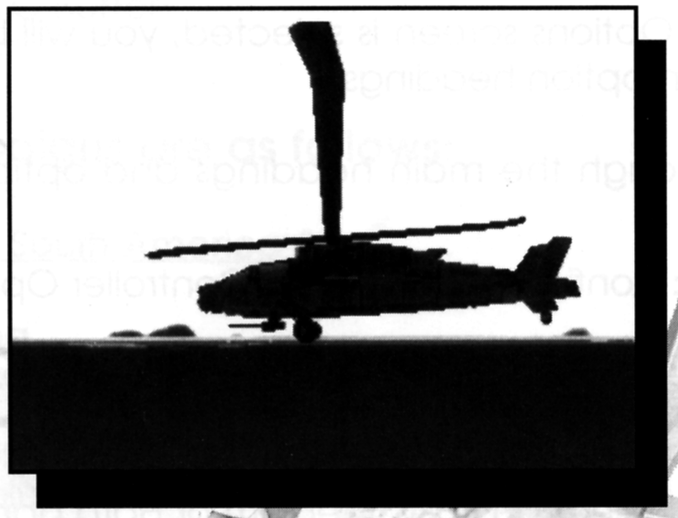
MK-88 Cluster Bomb: Maximum of 20 bombs.

Mk-3 Penguin Anti-shipping Missile: Maximum of 8 missiles.

STARTING UP

Thunderstrike 2 begins with an animated Introduction. The Introduction is followed by the Title Screen. From the Introduction, press any button to take you to to the Main Menu.

MAIN MENU



Highlight the option of your choice using the D-Buttons and select by pressing the C Button. These are the choices on offer:

LOAD GAME

When Load Game is selected, a password screen will appear. To load a previous game input the relevant password by highlighting the characters of your password using the D-Buttons and select by pressing the C Button, on completion highlight and select OK. Your game will now begin. You may also select your last game which is automatically stored and displayed.

NEW GAME

When New Game is selected a Name Request screen will appear. Input a name by highlighting the character of your choice using the D-Buttons and select by pressing the C Button. On completion highlight and select OK, you will now proceed to the Mission Select screen.

OPTIONS SCREEN

When the Options screen is selected, you will be presented with 3 main option headings.

Toggle through the main headings and options using the D-Button.

1. **Control:** Configure your Saturn Controller Options.

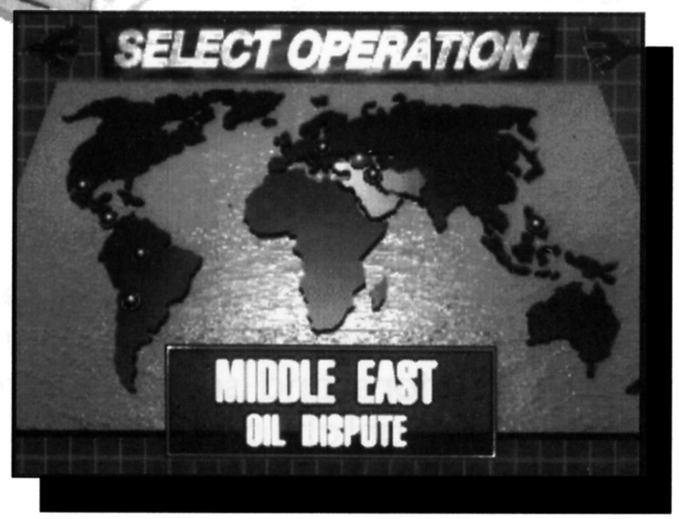
NOTE: *The easiest configuration for flying uses* ***ROTATE LEFT*** *and* ***ROTATE RIGHT*** *for the left and right paddle functions.*

2. **Level:** Select an Easy, Medium or Hard game.
3. **Sound:** Turns on/off the Background Music in the game.

Exit: Highlight EXIT using D-Buttons and select by pressing the C Button this will return you to the Main Menu.

CAMPAIGN SELECTION

On the Campaign Selection Screen you will see a map of the world.



You may select any one of the 8 Campaigns by highlighting the option of your choice using the D-Buttons and select by pressing the C Button.

The Campaigns are as follows:

CAMPAIGN: South America #1

Arms Running

Intelligence reports indicate that the Columbian drugs cartels are smuggling in vast quantities of arms at an airstrip in northern Columbia. From a forward command base just over the border in Venezuela, you must coordinate your attacks on the arms smuggling operation.

CAMPAIGN: South America #2

Stealth Down

When terrorists of the Red Commando movement took hostages, three diplomats from the United States embassy in the Peruvian capital of Lima, a stealth plane was dispatched to pinpoint their whereabouts. This plane was subsequently shot down somewhere over the Cordillera mountain range in Eastern Peru. The American hostages have been released, but the stealth pilot is still alive and on the run in Red Commando territory. You must go in there and get him out.

CAMPAIGN: Panama Canal

Canal Crisis

The democratically elected government has been brutally overthrown by a military Junta under the command of General Hernando Dorada. Since then, the Panama canal — the main shipping lane between the Pacific and the

Caribbean — has been under blockade. Your mission is to break the blockade and free the shipping lane.

CAMPAIGN: Central America

Recapture Town

The Panamanian Dictator, General Hernando Dorada, has attacked the neighboring country of Costa Rica. His troops have established a bridgehead in the town of San Lorenzo, just over the border. Your job is to assist Costa Rican troops in recapturing the town.

CAMPAIGN: Eastern Europe

Escort Convoy

Serbian forces have been besieging the town of Zavnik in the former Yugoslavia for the past three months. The people of Zavnik are starving and aid convoys are unable to get through to them. You're going to be escorting an 'Aid Without Frontiers' convoy into the town and the only way you can do this, is by breaking the siege.

CAMPAIGN: Middle East #1

Oil Dispute

Tension in the middle east between Iraq and her neighbor, Jordan, reaches a flashpoint when Iraqi troops cross the border, heading for the Jordanian capital, Amman. Your primary objective is to assist the Jordanian army in repelling the invasion force.

CAMPAIGN: Middle East #2

Recapture Territory

History repeats itself when Iraq invades Kuwait. NATO is planning an immediate response with the landing of a task force of British and American marines on Kuwait's gulf coast. Before this can happen, you must assist them by clearing the beach-head of enemy forces.

CAMPAIGN: South China Sea

Piracy

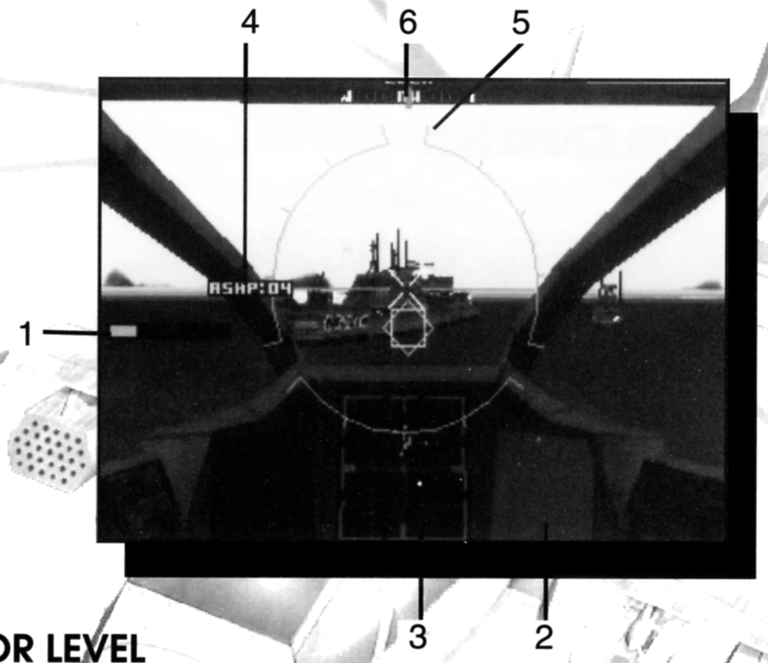
The South China Sea has been plagued by pirates for many years. Hiding out on the hundreds of tiny islands comprising the Philippines archipelago, they are consequently very difficult to track down. One particular band of pirates, known as the 'Black Skull Gang', has been attacking passenger ships travelling from Malaysia to the Philippine capital, Manila. In the past three months they have attacked no less than twenty-four ships and murdered fifteen people. It's your job to put a stop to their murderous exploits.

ARMING THE AH-73M Thunderstrike attack helicopter.

After selecting a campaign you will be presented with an amourment selection screen. Each campaign has a weapon default selection but here you have the opportunity of arming to your personal preference. Use the D-Button to toggle through the various options of missiles, when you have a selection that you are happy with, highlight OK and press Button C. If, however, you wish to revert back to the campaign default setting, simply highlight RESET, and press Button C, then highlight and select OK. You will now be ready to carry out you mission — good luck!

COCKPIT INSTRUMENTATION

The cockpit of your AH-73M Thunderstrike attack helicopter contains the very latest, state-of-the-art instrumentation. These 'multi-functional' monitors enable you to spend less time actually controlling the helicopter and more time engaging in combat.



1. ARMOR LEVEL

This display indicates the level of armor integrity.

2. MAP DISPLAY

The Map Display provides an overhead view of the terrain across which you are flying as well as displaying all ground objects.

Primary targets are shown as colored dots. You will also see a dotted line on the map which indicates the perimeter of the Mission Zone.

3. RADAR

This displays all short-range threats within the Mission Zone.

Ground-based threats are shown by red dots, airborne threats as yellow dots and missiles as white dots.

4. WEAPON SELECTION

This displays your current weapon. When all of your missiles and bombs are spent, your weapon selection will automatically revert to the Chain Gun.

5. RADAR DETECTION WARNING DISPLAY (RDWD)

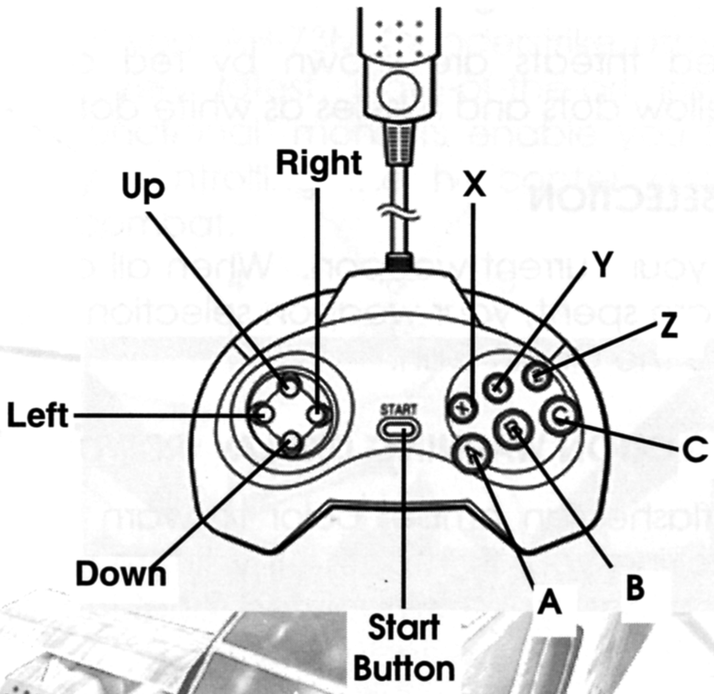
This display flashes an amber color to warn you when an enemy is tracking your flightpath. It will turn red when your exact position has been pinpointed and the enemy has locked on to you with its weapons.

A beeping sound will bring the RDWL to your attention. The display is shown as the word LOCK above the compass.

6. HEADING INDICATOR

The red bar located above your compass indicates the course you must follow to your Primary Targets.

CONTROLS



Directional Buttons:

Up Accelerates and moves your Helicopter forward.

Down Decelerates and moves your Helicopter backwards.

Right Moves your Helicopter to the Right.

Up & Right Makes your Helicopter bank Right.

Left Moves your Helicopter to the Left.

Up & Left Makes your Helicopter bank Left.

Button X Toggles through three varying viewpoints:
1 - With Cockpit.
2 - Without Cockpit.
3 - External view.

Y Used in conjunction with the D-Buttons causes the following:

Y + Right While hovering, rotates right on the spot.

Y + Left While hovering, rotates left on the spot.

Y + Up While hovering, increases altitude.

Y + Down While hovering, decreases altitude.

Pressing individually will change currently selected target to the next nearest.

Z Increases altitude while in flight, when used in conjunction with forward or backward movement on the D-Pad.

A Fires currently selected weapon.

B Toggles through available weapons.

C Decreases altitude while in flight, when used in conjunction with forward or backward movement on the D-Pad.

Left Shift Rotates your helicopter to the Left.

Right Shift Rotates your helicopter to the Right.

NOTE: *Pressing both together will center your view.*

Start Button While in game play, pressing the Start button pauses the game, pressing the same button again resumes the game.

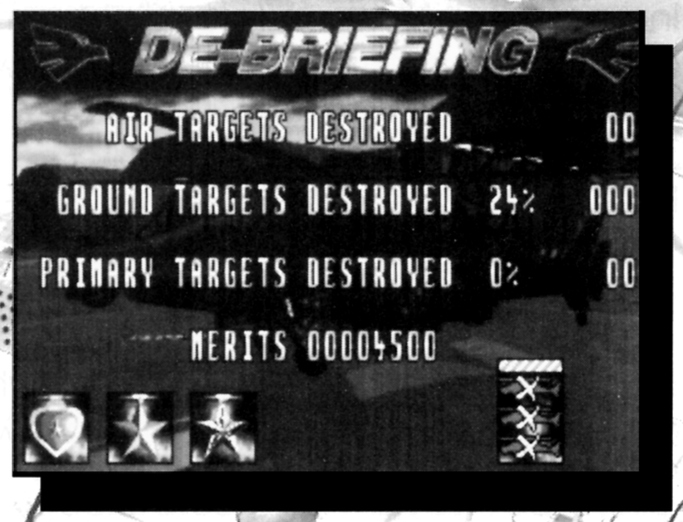
QUITTING THE GAME

Pressing the Start Button along with A, B & C Buttons during game play quits the current game and returns you to the title screen.

OBJECTIVES

Your overriding objective is to successfully complete every mission in each Campaign. Campaigns can be selected in any order, but missions must be completed chronologically. Some Campaigns are easier than others, but you'll have to try them out to see for yourself.

If you successfully complete a mission, the Debrief Screen will appear.



This shows how skillful you are by the use of percentages and points awarded. A bonus will be awarded if you achieve the Main Objective in a particular mission.

Following the successful completion of a mission, if you have performed above and beyond the call of duty, you will be presented with a medal and then be returned to the Briefing Room to be briefed on your next mission.

Upon the successful completion of an entire Campaign, you will be presented with a Campaign Ribbon and will then be returned to the Campaign Selection Screen to choose your next Campaign.

If you do not destroy all your Primary Targets/achieve your Mission Objectives but have managed to fly out of the Mission Zone, the Debrief Screen will appear showing your percentage of kills. For your failure, you will receive 1 demerit. If you receive 3 demerits in any one Campaign, you will be stripped of your pilot's wings and grounded.

COMBAT HINTS

Make sure you listen carefully to each Mission Briefing; doing so will allow you to plan your attack to the best advantage.

Fly low in order to avoid being detected by enemy radar — but watch out for trees!

Try not to get too involved during the early stages of a mission. It's best to head straight for your Primary Targets and then destroy any remaining ground targets if you have sufficient armor integrity.

Only leave the Mission Zone if your armor integrity is low.

CREDITS

Core Design Presents: FIRESTORM — Thunderstrike 2

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